What is claimed is:

1. A game machine comprising:

(a) a memory device for storing three-dimensional data related to a plurality of objects and a game program;

(b) an input section by way of which a player performs operations;

(c) a display section for representing image data in an animated manner;

(d) a computational processing device which places the plurality of objects in a world coordinate system on the basis of the game program and the three-dimensional data read from the memory, perspectively converts the plurality of objects placed in the world coordinate system with respect to a projection surface, and represents on the display section the perspectively-converted image data in an animated manner; and

(e) the computational processing device which performs settings in such a way that a specific object or a specific portion thereof is brought into focus and the plurality of objects placed in the world space are blurred according to the depths thereof relative to the specific object determined as being in focus or the specific portion thereof determined as being in focus.

2. The game machine as defined in Claim 1, wherein the three-dimensional data must comprise at least a plurality of polygon-apex information representing objects, and color information corresponding to the individual polygons as determined by the polygon-apex information; and when a plurality of objects located in the world coordinate system are rendered on the projection surface and the objects are processed at the time of texture mapping in which the color information is mapped on the polygons, the blurring operations are performed according to the depths of the objects.

3. The game machine as defined in Claim 1, wherein the specific object or the specific portion of the object that is set so as to be in focus is changed in response to the operations of the player, as required.

4. The game machine as defined in Claim 1, wherein the specific

object or the specific portion thereof determined as being in focus corresponds to a specific object or a specific portion of the specific object displayed at substantially the center of the display means.

5. The game machine as defined in Claim 1, wherein the specific object or the specific portion of the specific object determined as being in focus is set by tracing the line of sight of the player through use of a line-of-sight sensor and on the basis of the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.

6. The game machine as defined in Claim 1, wherein the specific object or the specific portion of the specific object determined as being in focus is set by tracing the line of sight of the player through use of a line-of-sight sensor and is identical to the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.

7. The game machine as defined in Claim 1, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

8. The game machine as defined in Claim 2, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

9. The game machine as defined in Claim 3, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

10. The game machine as defined in Claim 4, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

11. The game machine as defined in Claim 5, wherein the blurring

operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

12. The game machine as defined in Claim 6, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

13.The image processing method for use with a game system comprising the steps of:

locating a plurality of objects in a world coordinate system in association with a game program;

determining, from the plurality of objects, a specific object or a specific portion thereof as being in focus according to operations performed by a player; and

blurring other objects in such a way that the objects becomes more blurred with an increase in the depth thereof relative to the determined object or the specific portion of the determined object or another object as being in focus.

14. The image processing method for use with a game system as defined in Claim 13, wherein The specific object or the specific portion thereof that is displayed at substantially the center of the display means corresponds to a specific object or a specific portion thereof which appears on substantially the center of the projection surface through perspective conversion.

15. The image processing method for use with a game system as defined in Claim 13, wherein the specific object or the specific portion of the specific object determined as being in focus is set by tracing the line of sight of the player through use of a line-of-sight sensor and on the basis of the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.

16. The image processing method for use with a game system as defined in Claim 13, wherein the specific object or the specific portion of the specific object determined as being in focus is set

by tracing the line of sight of the player through use of a line-of-sight sensor and is identical to the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.